

Safety Information

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Controller



Basic Moves

Note: All button icons in this booklet are presented as if the character is fighting from the left side of the screen toward an opponent on the right side. For instance, when an arrow points to the right, you should press the D-pad toward your opponent.

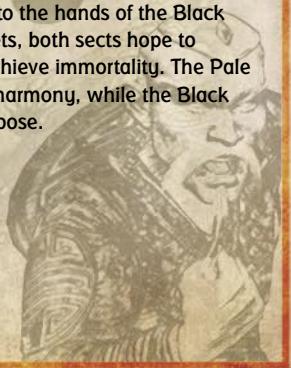
BASIC MOVEMENT	Free Walk	Hold \leftarrow , then use D-pad
	Step Forward/Backward	Tap \rightarrow or \leftarrow
	Lunge/Retreat	Tap \rightarrow , \leftarrow or \leftarrow , \leftarrow
	Run	Hold \rightarrow
	Crouch	\downarrow
	Crouching Walk Forward	Hold \uparrow
	Jump	\uparrow
	Jump Forward/Backward	\uparrow or \downarrow
DEFENSE	Block	\leftarrow
	Crouching Block	\downarrow
	Deflect Throw	Tap \square
	Sidestep (evade)	Tap \uparrow or \downarrow
	Get Up (from knockdown)	\uparrow or \rightarrow or \leftarrow
ENVIRONMENTAL ATTACKS	Attack off Pole	Hold $\text{R} + \rightarrow$ toward pole
	Attack off Wall	Hold $\text{R} + \rightarrow$ toward wall
BASIC ATTACKS	Lead Punch	Y
	In-Close Lead Punch	$\leftarrow + \text{Y}$
	Lead Punch Forward	$\rightarrow + \text{Y}$
	Trailing Punch	B
	In-Close Trailing Punch	$\leftarrow + \text{B}$
	Trailing Punch Forward	$\rightarrow + \text{B}$
	Lead Kick	X
	In-Close Lead Kick	$\leftarrow + \text{X}$
	Lead Kick Forward	$\rightarrow + \text{X}$
	Low Lead Kick	$\downarrow + \text{X}$
	Trailing Kick	A
	In-Close Trailing Kick	$\leftarrow + \text{A}$
	Trailing Kick Forward	$\rightarrow + \text{A}$
	Low Trailing Kick	$\downarrow + \text{A}$
	Jump Punch (from Jump)	Y or B
	Jump Kick (from Jump)	X or A
	Forward Jump Punch (from Forward Jump)	Y or B
	Forward Jump Kick (from Forward Jump)	X or A
THROWS	Crouching Punch (from Crouch)	Y or B
	Crouching Kick (from Crouch)	X or A
	Quick Reach Throw	$\leftarrow + \text{Y} + \text{B}$
	Throw	$\text{Y} + \text{B}$
SPECIAL	Long Reach Throw	$\rightarrow + \text{Y} + \text{B}$
	Taunts	O or $\leftarrow + \text{O}$
	Alternate Stance I	$\leftarrow + \text{Y} + \text{X}$
	Alternate Stance 2	$\leftarrow + \text{B} + \text{A}$

The History



Tao Feng™ takes place in Metro-China, the largest population center in New China, a fictional country occupying the Pacific coast of North America. With Mexico to the south, Canada to the north, and the United States to the east, New China is a sovereign nation, independent from the People's Republic of China. Our story is based upon years of conflict between two ancient Chinese sects: the Pale Lotus and the Black Mantis. The leader of the Pale Lotus has been known for generations as the Master Sage, and for as long as there has been a Black Mantis sect, their leader has been called Wulong Goth.

The members of these sects have battled for centuries, and now the fight has intensified over two tablets that contain riddles revealing the hiding places of the long lost treasures of the Pale Lotus temple. According to legend, these treasures may be used to bargain with the gods for immortality. One tablet, the Yang tablet, is rightfully still in the possession of the Pale Lotus, but the Yin tablet was stolen by force and has fallen into the hands of the Black Mantis. Through use of the tablets, both sects hope to recover the lost treasures and achieve immortality. The Pale Lotus hope to defend truth and harmony, while the Black Mantis serve a much darker purpose.



Preparing for Your Quest



Whether you choose to side with the light or the dark—the Pale Lotus or the Black Mantis—you must train yourself properly in order to succeed in your quest. Proper training includes preparation of the body as well as the spirit.

Begin your physical training by practicing the basic moves common to all characters: punches, kicks, blocks, and throws, as well as crouching, jumping, and lunging. Continue by learning each character's unique individual moves, referred to as combos. Remember, combos use the basic moves as a foundation. When you're trying to perform a jump kick combo, for example, you must first execute the jump kick as defined in the basic moves before you can perform the additional button presses required for the jump kick combo unique to your character. The best way to become a fighting master is to practice your moves in Training mode.

In addition to mastering your body, you must prepare your spirit. Acquaint yourself with your chi—your unique inner ability—and learn how to use it. You build up chi by attacking your opponent. Combos and counters are especially effective ways to build up chi, as are attacks that use the objects in the fighting environments. A full Chi Meter gives you the power to unleash unique supernatural attacks upon your enemies and also to heal your injuries. Remember: While the bold warrior blindly rushes into battle, the wise warrior prepares both body and spirit, and thus achieves victory.



Main Screen

VERSUS

This mode is for one or two players. As a single player, you choose your character and a computer-controlled opponent to fight against. You also get to pick the environment where the fight takes place. The match is over when a fighter's Health Meter runs out.

QUEST

Play through the Tao Feng story by choosing a sect and trying to recover sacred treasures. In order to complete a quest, you must retrieve the sacred treasure that each sect member has assigned to him or her.

SURVIVAL

Try to stay alive as you battle your way through a series of computer-controlled opponents. If you can manage to knock your opponent into a danger zone, you'll receive a Health Meter power-up that will help you keep going longer.

TEAM BATTLE

One or two players select two to six different characters and the order in which they will fight. The team that runs out of characters first loses. Each character has only one Health Meter. You accumulate points as you successfully progress through your roster of characters.



TOURNAMENT

Set up a tournament with as few as four and as many as eight players. Participants are randomly paired off to fight each other head-to-head and the winner of each fight collects the points for their match as well as the points from the opponent's previous battles. The final tournament winner collects the point totals of all the matches combined.

TRAINING

Learn and practice your moves against a computer-controlled opponent with the aid of a ticker-tape display that helps you keep track of button and pad presses. Standard Training provides a space for unstructured practice. In Advanced Training you must progress through a series of specified tasks.

GAME OPTIONS

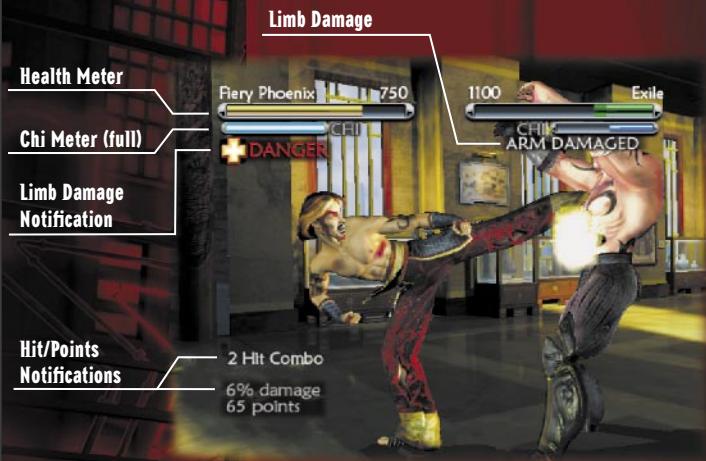
Adjust game settings, controller settings, audio settings, and view the High Scores list and instant replays of how the highest scores were achieved.

GAME DEMOS

Check out other exciting Xbox games!



Game Screen



HEALTH METER

The Health Meter depicts your overall health. Depending on the mode of competition you've chosen, you can have as many as three differently colored Health Meters. When this is the case, the color sequence is green (first), gold (second), and red (last). As each color drains from the Health Meter it is replaced by black. Once one fighter's red Health Meter is completely empty, the fight is over.

CHI METER

The Chi Meter lets you know when you can use a Chi Attack or heal a damaged limb. The meter fills as you connect with attacks, counters, and combos and generally stay aggressive, and it builds up even faster if you use alternate stance attacks. In other words, you don't build up chi by running around and avoiding the fight. After you accumulate sufficient chi, you can perform a Chi Attack or heal limb damage suffered by your character. Both uses deplete the Chi Meter.

LIMB DAMAGE INDICATOR

In addition to losing health, your character can also suffer limb damage, which limits your mobility and reduces the amount of damage that you can inflict. Excessive blocking or a collision with a hazard—like a pane of glass or a flaming barrel—can make you susceptible to arm or leg injuries by advancing the limb damage state.

LIMB DAMAGE STATES

Limb Damage Alert	 ALERT
Limb Damage Danger	 DANGER

You'll see the first and then the second message below the Limb Damage Indicator before actually suffering limb damage. If you successfully avoid situations that cause limb damage for a period of time, the notifications will fade away. The Limb Damage Alert state is just a warning, but the Limb Damage Danger state indicates real trouble. Once the Limb Damage Danger notification is lit, the next successful attack to the upper body will cause arm damage, whereas a successful attack to the legs will cause leg damage.

Once you've suffered limb damage, attacks using your injured limbs will cause less damage, and if your legs are hurt, you will move more slowly. You can use your chi to heal limb damage. For more information see the section "Healing Limb Damage."

ROUNDS WON INDICATOR

The Rounds Won Indicator looks like an abacus bead (as shown above) and is available in all modes except Survival and Team Battle mode if turned on in Game Options. The default is to have it turned off. You can set a match for one, three, or five rounds.

POINTS NOTIFICATIONS

Your point total for a match is displayed above your Health Meter. When you successfully execute certain maneuvers, you will receive bonus points which are indicated with on-screen text informing you how many points you received and the move for which you received them. The moves that score the most bonus points are combos, attacks from alternate stances, and counters.

HIT NOTIFICATIONS

Hit notifications appear on the screen when you successfully land a high-scoring maneuver against your opponent. You receive them for combos and counters, or when you successfully throw your opponent into a danger zone.



Fiery Phoenix

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Jiao Feng	5'11"	180 lbs.	22	Pale Lotus

Jiao is a fierce and competent fighter who takes reckless chances. He has a big heart and a generous nature, but he has never gotten over his parents' murder—he still thirsts for vengeance. Orphaned at a young age, Jiao has studied with Lo Shu and considers him a foster father.

SPECIAL MOVES

CHI	Chi Attack #1 (Ring of Fire)	●
	Chi Attack #2 (Vertical Ring of Fire)	◀ + ●
	Chi Attack #3 (Phoenix Fall)	↑ + ●
	Heal Limb Damage	L
SHORT FORM COMBOS	Lead Punch Short Form Combo	Y, Y, A
	Trailing Punch Short Form Combo	B, B, A
	Lead Kick Short Form Combo	X, X, A
	Trailing Kick Short Form Combo	A, A, ↓ + A
LONG FORM COMBOS	Lead Punch Long Form Combo	Y, Y, B, Y, Y, A
	Trailing Punch Long Form Combo	B, B, B, A
	Lead Kick Long Form Combo	X, A, A, A, A, A, ↓ + A
	Trailing Kick Long Form Combo	A, ↓ + X, → + A, ↓ + X, ↑ + A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo	Y or B, Y
	Jump Kick Combo	X or A, A
	Forward Jump Punch Combo	Y or B, B
	Forward Jump Kick Combo	X or A, → + A
RUNNING ATTACKS (FROM RUN)	Running Attack	X or A
	Running Attack Combo	X or A, A, X, → + A
ALTERNATE STANCE ATTACKS	Stance 1 Punch	Y or B
	Stance 1 Kick	X or A
	Stance 1 Kick Combo	X or A, X, A, ↑ + A, → + A
	Stance 2 Kick	X or A
	Stance 2 Kick Combo	X or A, → + X, → + A, A, A
	Stance 2 Punch	Y or B
GET-UP ATTACK	Get-Up Attack	X or A
GROUND ATTACK	Ground Attack (enemy on ground)	↓ + X

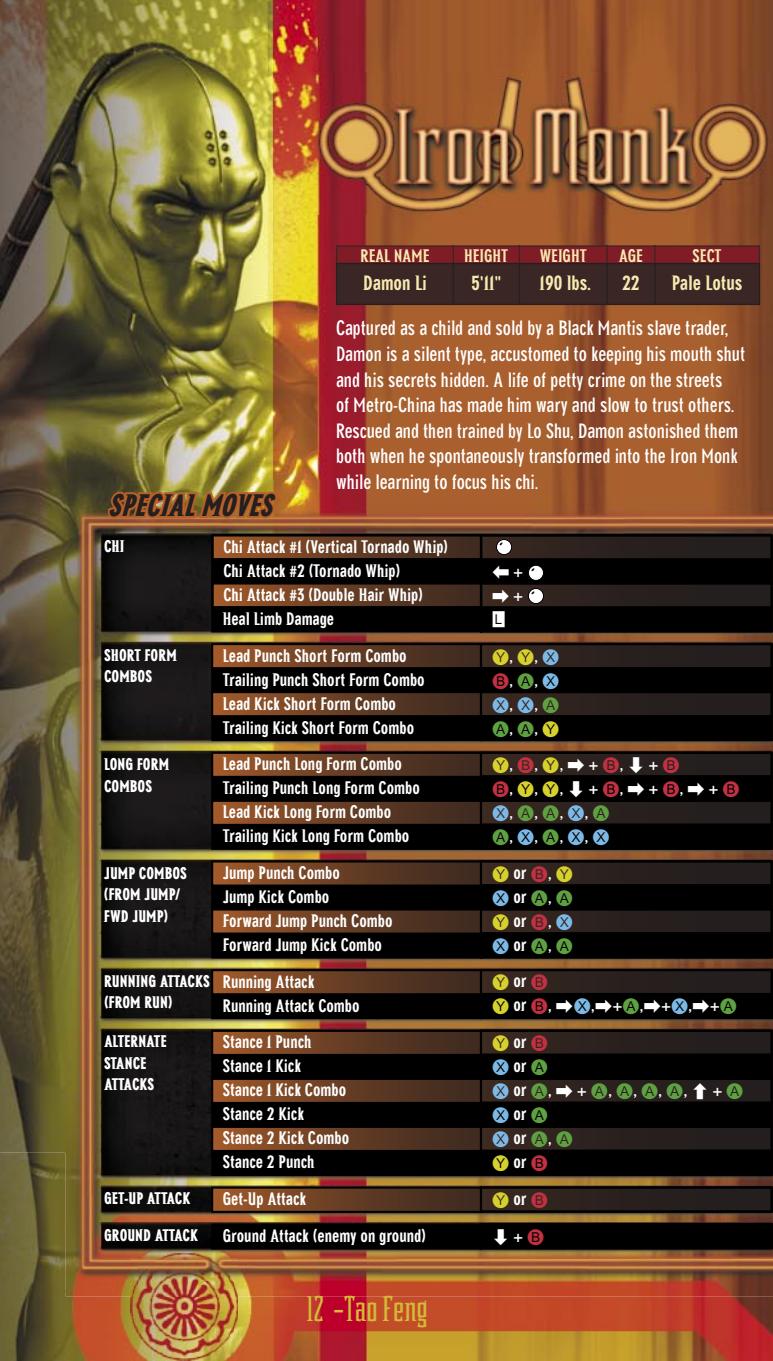


REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Unknown	6'8"	300 lbs.	39	Black Mantis

Exile is the embodiment of brute force. He is massively powerful and unblinkingly vicious. Without conscience and unquestioningly loyal, he is Wulong Goth's primary enforcer. Sent by his master to Metro-China years ago, Exile was responsible for the brutal execution of Jiao Feng's parents.



SPECIAL MOVES



Iron Monk

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Damon Li	5'11"	190 lbs.	22	Pale Lotus

Captured as a child and sold by a Black Mantis slave trader, Damon is a silent type, accustomed to keeping his mouth shut and his secrets hidden. A life of petty crime on the streets of Metro-China has made him wary and slow to trust others. Rescued and then trained by Lo Shu, Damon astonished them both when he spontaneously transformed into the Iron Monk while learning to focus his chi.

SPECIAL MOVES

CHI	Chi Attack #1 (Vertical Tornado Whip)
	Chi Attack #2 (Tornado Whip)
	Chi Attack #3 (Double Hair Whip)
	Heal Limb Damage
SHORT FORM COMBOS	Lead Punch Short Form Combo
	Trailing Punch Short Form Combo
	Lead Kick Short Form Combo
	Trailing Kick Short Form Combo
LONG FORM COMBOS	Lead Punch Long Form Combo
	Trailing Punch Long Form Combo
	Lead Kick Long Form Combo
	Trailing Kick Long Form Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo
	Jump Kick Combo
	Forward Jump Punch Combo
	Forward Jump Kick Combo
RUNNING ATTACKS (FROM RUN)	Running Attack
	Running Attack Combo
ALTERNATE STANCE ATTACKS	Stance 1 Punch
	Stance 1 Kick
	Stance 1 Kick Combo
	Stance 2 Kick
	Stance 2 Kick Combo
	Stance 2 Punch
GET-UP ATTACK	Get-Up Attack
GROUND ATTACK	Ground Attack (enemy on ground)



Geist

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Gei-Yi	5'9"	140 lbs.	30	Black Mantis

Geist is cunning, ruthless, and a devious manipulator. She is cold as steel, hardened both in body and spirit. Having once been paralyzed in battle, Geist now controls her body through an intricate web of cybernetic devices and uses implanted weapons to attack her foes. Geist is infatuated—even obsessed—with Wulong Goth, who was once her lover.

SPECIAL MOVES

CHI	Chi Attack #1 (Double Blades)
	Chi Attack #2 (Rain of Steel)
	Chi Attack #3 (Searching Blades)
	Heal Limb Damage
SHORT FORM COMBOS	Lead Punch Short Form Combo
	Trailing Punch Short Form Combo
	Lead Kick Short Form Combo
	Trailing Kick Short Form Combo
LONG FORM COMBOS	Lead Punch Long Form Combo
	Trailing Punch Long Form Combo
	Lead Kick Long Form Combo
	Trailing Kick Long Form Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo
	Jump Kick Combo
	Forward Jump Punch Combo
	Forward Jump Kick Combo
RUNNING ATTACKS (FROM RUN)	Running Attack
	Running Attack Combo
ALTERNATE STANCE ATTACKS	Stance 1 Kick
	Stance 1 Punch
	Stance 1 Punch Combo
	Stance 2 Kick
	Stance 2 Kick Combo
	Stance 2 Punch
GET-UP ATTACK	Get-Up Attack
GROUND ATTACK	Ground Attack (enemy on ground)

Fierce Tiger

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Isis Williams	5'7"	135 lbs.	23	Pale Lotus

Once a rebellious young hellion, Isis was won over and befriended by Aria Chen, who set her on the path of the Pale Lotus. Isis is independent, vivacious, and has a wicked sense of humor. Her moods can change quickly from aggressive to playful or vice versa. Her movements are smooth and sinuous, cat-like. She is fastidious about her appearance, and maybe even a touch vain.

SPECIAL MOVES

CHI	Chi Attack #1 (Trailing Claws)	●
	Chi Attack #2 (Spiral Cage)	◀ + ●
	Chi Attack #3 (Multiple Swipes)	▶ + ●
	Heal Limb Damage	L
SHORT FORM COMBOS	Lead Punch Short Form Combo	Y, X, A
	Trailing Punch Short Form Combo	B, A, X
	Lead Kick Short Form Combo	X, X, Y
	Trailing Kick Short Form Combo	A, ↓ + A, A
LONG FORM COMBOS	Lead Punch Long Form Combo	Y, B, X, A
	Trailing Punch Long Form Combo	B, B, B, ▶ + X, ↑ + X
	Lead Kick Long Form Combo	X, A, A, A, ▶ + A
	Trailing Kick Long Form Combo	A, X, A, Y, ← + A
JUMP COMBOS (FROM JUMP/ FWD JUMP)	Jump Punch Combo	Y or B, Y
	Jump Kick Combo	X or A, A
	Forward Jump Punch Combo	Y or B, B, B
	Forward Jump Kick Combo	X or A, A
RUNNING ATTACKS (FROM RUN)	Running Attack	X or A
	Running Attack Combo	X or A, A, ▶ + A, ▶ + B
ALTERNATE STANCE ATTACKS	Stance 1 Punch	Y or B
	Stance 1 Kick	X or A
	Stance 1 Kick Combo	X or A, ← + A, ↓ + A, A
	Stance 2 Kick	X or A
	Stance 2 Kick Combo	X or A, A, B, A, ↓ + A
	Stance 2 Punch	Y or B
GET-UP ATTACK	Get-Up Attack	Y or B
GROUND ATTACK	Ground Attack (enemy on ground)	↓ + Y



The Fatalist

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Unknown	6'3"	225 lbs.	Unknown	Black Mantis

This strange Germanic mercenary is known for his ferocity and brutality. He is unmatched as a tracker of men or beasts, and when on the trail he is tenacious. Though he has undergone Black Mantis training, he retains most of his previous unrefined European fighting techniques. However, he does use his Black Mantis training to channel the energy he draws from a set of supernatural Runes that rule his life.

SPECIAL MOVES

CHI	Chi Attack #1 (Rune Blade)	●
	Chi Attack #2 (Rune Fire)	◀ + ●
	Chi Attack #3 (Rune Thrust)	▶ + ●
	Heal Limb Damage	L
SHORT FORM COMBOS	Lead Punch Short Form Combo	Y, A, A
	Trailing Punch Short Form Combo	B, Y, X
	Lead Kick Short Form Combo	X, A, B
	Trailing Kick Short Form Combo	A, A, A
LONG FORM COMBOS	Lead Punch Long Form Combo	Y, B, Y, ← + A, → + Y
	Trailing Punch Long Form Combo	B, → + B, B, B, B, ↑ + A
	Lead Kick Long Form Combo	X, ← + X, ← + A, → + X, → + A
	Trailing Kick Long Form Combo	A, X, → + A, ↓ + A, → + A
JUMP COMBOS (FROM JUMP/ FWD JUMP)	Jump Punch Combo	Y or B, Y
	Jump Kick Combo	X or A, A
	Forward Jump Punch Combo	Y or B, Y
	Forward Jump Kick Combo	X or A, A
RUNNING ATTACKS (FROM RUN)	Running Attack	X or A
	Running Attack Combo	X or A, → + A, → + A
ALTERNATE STANCE ATTACKS	Stance 1 Kick	X or A
	Stance 1 Punch	Y or B
	Stance 1 Punch Combo	Y or B, B, ↓ + A, → + A
	Stance 2 Kick	X or A
	Stance 2 Kick Combo	X or A, A, → + A, → + A
	Stance 2 Punch	Y or B
GET-UP ATTACK	Get-Up Attack	X or A
GROUND ATTACK	Ground Attack (enemy on ground)	↓ + X





Divine Fist

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Shen Zhen	6'0"	185 lbs.	34	Pale Lotus

Divine Fist is something very rare in Metro-China: a dedicated, honest, utterly incorruptible police detective. His strict upbringing in the secretive Eastern Sun sect has resulted in a sense of duty so strong that when Divinity—whom he once loved—insisted he quit the police force, he rejected her instead. He is disturbed by the power of the Black Mantis in Metro-China but, in spite of danger, refuses to give up the fight for justice.

SPECIAL MOVES

CHI	Chi Attack #1 (Divine Double Fist)
CHI	Chi Attack #2 (Divine Fist Technique) +
CHI	Chi Attack #3 (Divine Force) +
	Heal Limb Damage
SHORT FORM COMBOS	Lead Punch Short Form Combo
SHORT FORM COMBOS	Trailing Punch Short Form Combo
SHORT FORM COMBOS	Lead Kick Short Form Combo
SHORT FORM COMBOS	Trailing Kick Short Form Combo
LONG FORM COMBOS	Lead Punch Long Form Combo
LONG FORM COMBOS	Trailing Punch Long Form Combo
LONG FORM COMBOS	Lead Kick Long Form Combo
LONG FORM COMBOS	Trailing Kick Long Form Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Kick Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Punch Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Kick Combo
RUNNING ATTACKS (FROM RUN)	Running Attack
RUNNING ATTACKS (FROM RUN)	Running Attack Combo
ALTERNATE STANCE ATTACKS	Stance 1 Punch
ALTERNATE STANCE ATTACKS	Stance 1 Punch Combo
ALTERNATE STANCE ATTACKS	Stance 1 Kick
ALTERNATE STANCE ATTACKS	Stance 2 Kick
ALTERNATE STANCE ATTACKS	Stance 2 Kick Combo
ALTERNATE STANCE ATTACKS	Stance 2 Punch
GET-UP ATTACK	Get-Up Attack
GROUND ATTACK	Ground Attack (enemy on ground)

Divinity

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Savitri Bindra	5'7"	130 lbs.	27	Black Mantis

Divinity is beautiful, sensual, and filled with the heat of passion. She has a mind well suited to the intricate plots Wulong Goth concocts. When someone crosses her she holds a grudge. She once loved Divine Fist, but when he rejected her ultimatum that he quit the police force, she took it very personally and committed herself to Wulong Goth and the Black Mantis sect from that time forward.

SPECIAL MOVES

CHI	Chi Attack #1 (Shafts of Light)
CHI	Chi Attack #2 (Heaven's Light)
CHI	Chi Attack #3 (Ray of Light)
	Heal Limb Damage
SHORT FORM COMBOS	Lead Punch Short Form Combo
SHORT FORM COMBOS	Trailing Punch Short Form Combo
SHORT FORM COMBOS	Lead Kick Short Form Combo
SHORT FORM COMBOS	Trailing Kick Short Form Combo
LONG FORM COMBOS	Lead Punch Long Form Combo
LONG FORM COMBOS	Trailing Punch Long Form Combo
LONG FORM COMBOS	Lead Kick Long Form Combo
LONG FORM COMBOS	Trailing Kick Long Form Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Kick Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Punch Combo
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Kick Combo
RUNNING ATTACKS (FROM RUN)	Running Attack
RUNNING ATTACKS (FROM RUN)	Running Attack Combo
ALTERNATE STANCE ATTACKS	Stance 1 Punch
ALTERNATE STANCE ATTACKS	Stance 1 Kick
ALTERNATE STANCE ATTACKS	Stance 1 Kick Combo
ALTERNATE STANCE ATTACKS	Stance 2 Punch
ALTERNATE STANCE ATTACKS	Stance 2 Kick
ALTERNATE STANCE ATTACKS	Stance 2 Kick Combo
GET-UP ATTACK	Get-Up Attack
GROUND ATTACK	Ground Attack (enemy on ground)





Jade Dragon

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Aria Chen	5'7"	130 lbs.	23	Pale Lotus

Aria is a direct descendent of a line of Master Sages, whose power is alive in her. More serious than most women her age, she is not concerned with what she considers the trivial matters of life. Lo Shu is considering her as the next Master Sage, breaking the tradition that a Master Sage can only be succeeded by his son. Years of training with Lo Shu have made her a formidable fighter and she has learned to harness her yang energy, expressed in the form of a dragon.

SPECIAL MOVES

CHI	Chi Attack #1 (Dragon Spirit)	●
CHI	Chi Attack #2 (Dragon Rises)	← + ●
CHI	Chi Attack #3 (Dragon's Axe)	→ + ●
	Heal Limb Damage	L
SHORT FORM COMBOS	Lead Punch Short Form Combo	Y, A, X
SHORT FORM COMBOS	Trailing Punch Short Form Combo	B, A, A
SHORT FORM COMBOS	Lead Kick Short Form Combo	X, X, A
SHORT FORM COMBOS	Trailing Kick Short Form Combo	A, X, Y
LONG FORM COMBOS	Lead Punch Long Form Combo	Y, B, Y
LONG FORM COMBOS	Trailing Punch Long Form Combo	B, Y, B, Y
LONG FORM COMBOS	Lead Kick Long Form Combo	X, A, A, → + X
LONG FORM COMBOS	Trailing Kick Long Form Combo	A, A, A, ↑ + A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo	Y or B, X
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Kick Combo	X or A, A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Punch Combo	Y or B, B
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Kick Combo	X or A, A
RUNNING ATTACKS (FROM RUN)	Running Attack	X or A
RUNNING ATTACKS (FROM RUN)	Running Attack Combo	X or A, → + A, → + A, → + A, ↓ + A, → + X
ALTERNATE STANCE ATTACKS	Stance 1 Punch	Y or B
ALTERNATE STANCE ATTACKS	Stance 1 Kick	X or A
ALTERNATE STANCE ATTACKS	Stance 1 Kick Combo	X or A, → + X, → + A
ALTERNATE STANCE ATTACKS	Stance 2 Kick	X or A
ALTERNATE STANCE ATTACKS	Stance 2 Kick Combo	X or A, ↓ + X, ↓ + X, ↑ + X, → + X
ALTERNATE STANCE ATTACKS	Stance 2 Punch	Y or B
GET-UP ATTACK	Get-Up Attack	Y or B
GROUND ATTACK	Ground Attack (enemy on ground)	↓ + X



Vapor

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Unknown	5'8"	140 lbs.	possibly over 100 years	Black Mantis

Vapor is a lethal warrior in the service of the Black Mantis. She is an enigma, gifted with strange powers and an abnormally long life. She seems able to turn into vapor and instantly appear somewhere else. Whether this is some strange mental trick she plays on her opponents or an actual physical ability is a question no one—not even Wulong Goth—has been able to answer.

SPECIAL MOVES

CHI	Chi Attack #1 (Teleport Ground Slam)	●
CHI	Chi Attack #2 (Teleport Opponent)	← + ●
CHI	Chi Attack #3 (Teleport Multiple Strike)	→ + ●
	Heal Limb Damage	L
SHORT FORM COMBOS	Lead Punch Short Form Combo	Y, X, A
SHORT FORM COMBOS	Trailing Punch Short Form Combo	B, B, A
SHORT FORM COMBOS	Lead Kick Short Form Combo	X, X, A
SHORT FORM COMBOS	Trailing Kick Short Form Combo	A, X, ← + A
LONG FORM COMBOS	Lead Punch Long Form Combo	Y, Y, B, X, A, B
LONG FORM COMBOS	Trailing Punch Long Form Combo	B, X, A, Y
LONG FORM COMBOS	Lead Kick Long Form Combo	X, A, X, → + X
LONG FORM COMBOS	Trailing Kick Long Form Combo	A, A, A, X, X, A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Punch Combo	Y or B, Y, Y, Y
JUMP COMBOS (FROM JUMP/FWD JUMP)	Jump Kick Combo	X or A, ↓ + A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Punch Combo	Y or B, X, A, → + A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Forward Jump Kick Combo	X or A, → + A
RUNNING ATTACKS (FROM RUN)	Running Attack	X or A
RUNNING ATTACKS (FROM RUN)	Running Attack Combo	X or A, X, A, B, ↓ + A
ALTERNATE STANCE ATTACKS	Stance 1 Kick	X or A
ALTERNATE STANCE ATTACKS	Stance 1 Punch	Y or B
ALTERNATE STANCE ATTACKS	Stance 1 Punch Combo	Y or B, Y, B, X
ALTERNATE STANCE ATTACKS	Stance 2 Kick	X or A
ALTERNATE STANCE ATTACKS	Stance 2 Kick Combo	X or A, A, X, A, X, → + A
ALTERNATE STANCE ATTACKS	Stance 2 Punch	Y or B
GET-UP ATTACK	Get-Up Attack	X or A
GROUND ATTACK	Ground Attack (enemy on ground)	↓ + X

Master Sage

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Lo Shu	5'6"	145 lbs.	90	Pale Lotus

Lo Shu is an aged feng shui consultant in Metro-China, and the son of the Pale Lotus' previous Master Sage. He is the first Master Sage to grow up in a new country and never experience China. He has had only one mentor: Shihao. Although Shihao did his best to pass along his knowledge, inevitably some has been lost. After witnessing the oppression and crimes being committed in his new homeland by the Black Mantis, Lo Shu began training a new generation of the Pale Lotus sect.

SPECIAL MOVES

CHI	Chi Attack #1 (Chi Warp) Chi Attack #2 (Double Chi Collision) Chi Attack #3 (Chi Cage)	● ← + ● → + ●
SHORT FORM COMBOS	Heal Limb Damage	■
LONG FORM COMBOS	Lead Punch Short Form Combo Trailing Punch Short Form Combo Lead Kick Short Form Combo Trailing Kick Short Form Combo	Y, B, A B, Y, X X, X, A A, B, A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Lead Punch Long Form Combo Trailing Punch Long Form Combo Lead Kick Long Form Combo Trailing Kick Long Form Combo	Y, Y, → + Y B, B, B, Y, → + B X, B, A, ← + X A, X, A, → + B, → + A
RUNNING ATTACKS (FROM RUN)	Jump Punch Combo Jump Kick Combo Forward Jump Punch Combo Forward Jump Kick Combo	Y or B, Y, → + Y X or A, → + A Y or B, B, → + B X or A, A
ALTERNATE STANCE ATTACKS	Running Attack Running Attack Combo	X or A X or A, → + A, ↑ + A, A, ← + A
GET-UP ATTACK	Stance 1 Kick Stance 1 Punch Stance 1 Punch Combo Stance 2 Kick Stance 2 Kick Combo Stance 2 Punch	X or A Y or B Y or B, ↑ + Y, Y, → + Y, → + B X or A X or A, A, A, → + A Y or B
GROUND ATTACK	Get-Up Attack Ground Attack (enemy on ground)	Y or B ↓ + X

Wulong Goth

REAL NAME	HEIGHT	WEIGHT	AGE	SECT
Wulong Goth	6'8"	235 lbs.	79	Black Mantis

The latest in a long line of demonic Black Mantis leaders known as Wulong Goth, he has used his inherited powers and the arcane sorceries of the Black Mantis sect to extend his life and retain his youthful appearance. He is obsessed with gaining immortality and believes the key lies in certain lost treasures from the Pale Lotus temple. He believes this will make him unstoppable in his quest to rule New China.

SPECIAL MOVES

CHI	Chi Attack #1 (Infinite Swarm) Chi Attack #2 (Storm of Black Arts) Chi Attack #3 (Burning Venom)	● ← + ● → + ●
SHORT FORM COMBOS	Heal Limb Damage	■
LONG FORM COMBOS	Lead Punch Short Form Combo Trailing Punch Short Form Combo Lead Kick Short Form Combo Trailing Kick Short Form Combo	Y, X, Y B, Y, X X, X, Y A, X, A
JUMP COMBOS (FROM JUMP/FWD JUMP)	Lead Punch Long Form Combo Trailing Punch Long Form Combo Lead Kick Long Form Combo Trailing Kick Long Form Combo	Y, ← + Y, ↑ + Y, ↓ + X, → + Y B, A, ↑ + B, → + B, → + Y, → + B X, A, X, ↓ + A, ↓ + B A, A, Y, B, Y, B, ↑ + A
RUNNING ATTACKS (FROM RUN)	Jump Punch Combo Jump Kick Combo Forward Jump Punch Combo Forward Jump Kick Combo	Y or B, → + Y X or A, A Y or B, B X or A, A
ALTERNATE STANCE ATTACKS	Running Attack Running Attack Combo	Y or B Y or B, B, Y, → + X, → + Y
GET-UP ATTACK	Stance 1 Kick Stance 1 Punch Stance 1 Punch Combo Stance 2 Kick Stance 2 Kick Combo Stance 2 Punch	X or A Y or B Y or B, Y, B, → + A Y or B Y or B, A, A, → + X X or A
GROUND ATTACK	Get-Up Attack Ground Attack (enemy on ground)	Y or B ↓ + B

Attack Parameters

Overall, your attacks in Tao Feng are defined by height, range, speed, and strength. Kicks have a longer range than punches, for example, but punches are quicker than kicks. Attack parameters are also determined by your character's physical traits. Some characters are taller than others, some are faster, and others stronger. Adjust your fighting style based on how your chosen character matches up against a particular opponent. The following information describes the Tao Feng attack parameters and how you can apply them.

HEIGHT

High Attacks—Attacks directed toward the head or chest area. You can block high attacks with a standing block or avoid them by crouching.

Middle Attacks—Attacks directed toward the waist area. You can block middle attacks with a standing block but you can't avoid them by crouching or jumping.

Low Attacks—Attacks directed toward the knee area. You can block them from the crouch position or avoid them by jumping.

RANGE

Range is how far attacks reach. Attacks for a chosen character vary in range, and overall ranges vary between characters performing the same move because of their different heights. For example, a tall character can reach farther with a kick than a short character can. The ranges described below refer to the average ranges of basic moves.

In Close—This is the shortest range. All characters perform quick reach throws at this distance.

Mid-Range—This is the most common range for fighting since most basic attacks take place in this range.

Long Range—This range is outside of all attacks except running attacks, forward jump attacks, long reach throws, and Chi Attacks.

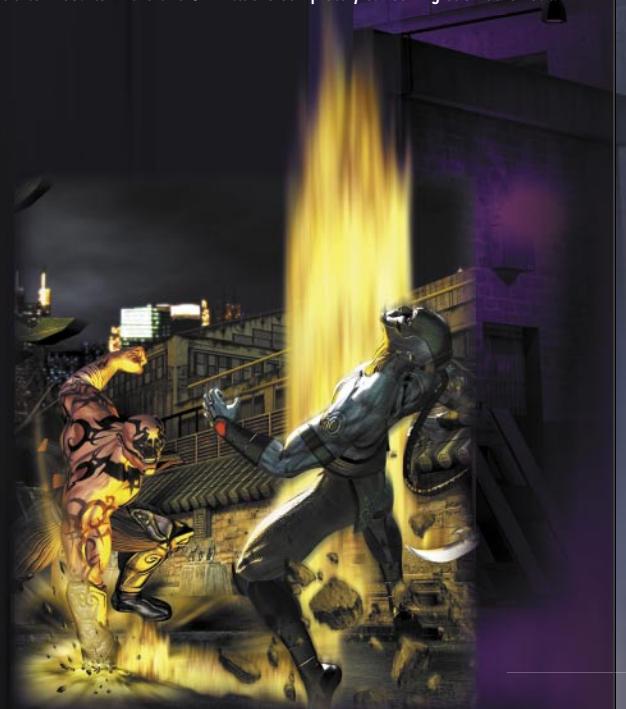
SPEED AND STRENGTH

In Tao Feng, the quicker an attack is, the less damage it will cause. Faster attacks are more likely to connect but are less forceful than slower attacks. The overall speed of your character defines your fighting style—smaller, quicker characters make more contact but do less damage than larger, slower characters.

Chi Attacks

One of the most lethal attacks in Tao Feng is the Chi Attack, which can only be executed once your Chi Meter is filled up. The Chi Meter is located directly below the Health Meter in the game screen.

Each character possesses three unique Chi Attacks—waves of fire or swarms of insects, for instance—that are characteristic of their style. Chi Attacks have different ranges and therefore require different approaches to defend against them. Sometimes a Chi Attack can be interrupted with a quick hit before the Chi Attack is executed. Another method for defending against Chi Attacks is to use a Chi Attack of your own (if your Chi Meter is full), which most often results in the two Chi Attacks completely cancelling each other out.



Combos

Combos are combinations of moves strung together to create a more complicated and devastatingly destructive move. Combos depend upon the timing of your button presses and what your opponent does to respond. In some cases, button presses must happen at a specific point during an attack in order for the combo to succeed. Combos are what make your character's individual style unique and they are essentially unblockable unless your opponent blocks the first attack in the sequence. Learn and practice your character's best combos for given situations so you can be lethal with them when it really counts.

Blocking

You can attempt to block your opponent's attacks by pressing the D-pad away from the attack. While standing up you'll execute a standing block, and while crouching you'll perform a crouching block. When defending against a combo, blocking the first attack is the only way to guarantee that you can block the remaining portion of the combo without sustaining further damage. Be careful not to spend too much time blocking or you'll get yourself into limb damage trouble very quickly. Keep in mind that right after a successful block is a good time to fire off an attack of your own.

Counters

A counter is a strike launched after your opponent has begun an attack and landed before their attack can be completed. In order to counter successfully, choose an attack that will land more quickly than your opponent's. For example, an opponent attacking with a trailing kick could be countered with a lead punch because your attack will be quicker and strike first. You can also counter throws if you quickly tap the Left trigger when you see your opponent about to use one. This will deflect the attempted throw. Any move used as a counter scores more points than a move used on its own.

Healing Limb Damage



With a full Chi Meter, you have a choice: unleash a devastating Chi Attack on your opponent, or use your chi to heal damaged limbs. Limb damage dramatically reduces the amount of damage your attacks cause. This may not be such a big problem if you've nearly finished off your opponent, but if you've got a way to go in the fight, it might be better to use your chi to heal your limb damage instead of using it for a Chi Attack. To heal limb damage, pull the Left trigger, and you're ready to put the hurt on your opponent again.

Juggling Opponents

It's possible for skilled fighters to knock an opponent into the air and keep them from landing by using a succession of successful attacks, usually as part of a combo. Experiment with attack timing to find the best rhythm to make it happen.



Attacks off Objects



One way to catch your opponent by surprise is to attack off an object in the environment. This works especially well off walls and poles, but you can also launch attacks from large objects such as a car or a fountain. To attack off an object, position your character near the object and then press the D-pad toward the object at the same time that you pull the Right trigger. Wall attacks can only be performed with your back towards the object. You'll fly off the object with a powerful and nearly unstoppable attack.

Alternate Stances

Alternate stances enable you to do alternate moves while fighting. Each character has two alternate stances and the ability to do a punch and a kick attack from each one. When you change to your alternate stance, you remain in it until you perform an attack or move out of it. Moves from alternate stances build up chi more quickly. They also allow additional combo strings that provide a different look to your fighting—a good way to keep opponents off balance. For information about the button presses required for an alternate stance, see the Basic Moves list.

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